GAMER

15th May 2025

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Franchise Special

Demon's Souls

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Demon's Souls is a 2009 action role-playing game developed by From Software and published by Sony Computer Entertainment for the PlayStation 3.

It was released in Japan in February 2009, in North America by Atlus in October 2009, and in Europe by Namco Bandai Partners in June 2010.

The game is referred to as a spiritual successor to From Software's King's Field series.

Demon's Souls

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Demon's Souls is set in Boletaria, a kingdom consumed by a dark being called the Old One, following its release through the use of forbidden Soul Arts.

Players take on the role of a hero brought to Boletaria to kill its fallen king Allant and pacify the Old One.

Gameplay has players navigating five different worlds from a hub called the Nexus, with a heavy emphasis on challenging combat and mechanics surrounding player death and re-spawning.

Demon's Souls

Demon's Souls

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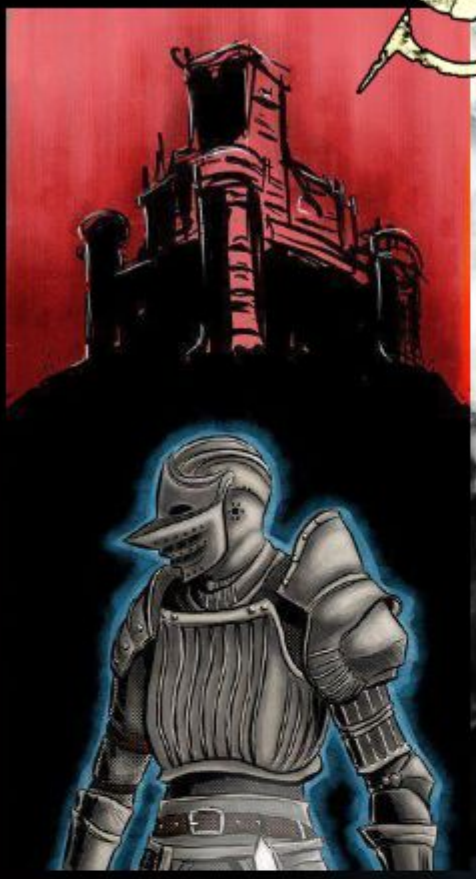

Online multiplayer allows both player cooperation and world invasions featuring player versus player combat.

A collaboration between From Software and Sony's Japan Studio, the game's early development was troubled due to a lack of coherent vision.

Despite such issues, designer Hidetaka Miyazaki was able to take over the project and helped to turn the game into what it eventually became.

The game's difficulty was intended to both evoke classic video games and provide a sense of challenge and accomplishment for players.

Demon's Souls

Demon's Souls

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This aspect proved demanding for Miyazaki, partly because of his fear that Sony would ask the team to lower the difficulty in order to make the game more accessible.

Announced in 2008, early reactions to the Demon's Souls demo were seen as negative, and the game's high difficulty prompted Sony to pass on publishing the game outside of Japan.

While the game met with middling reception and sales in Japan, it became a commercial and critical success in the West.

Demon's Souls

Demon's Souls

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The game was praised for its difficult combat and addictive gameplay, subsequently winning several awards.

Demon's Souls introduced many of the core elements that would define the eventual Soulslike genre and it has since been cited as one of the greatest games of all time.

Its success led to the spiritual successor series Dark Souls. From Software's relationship with Sony would lead to the release of Bloodborne and a remake of the same name was released in 2020 for the PlayStation 5.

Demon's Souls

Demon's Souls

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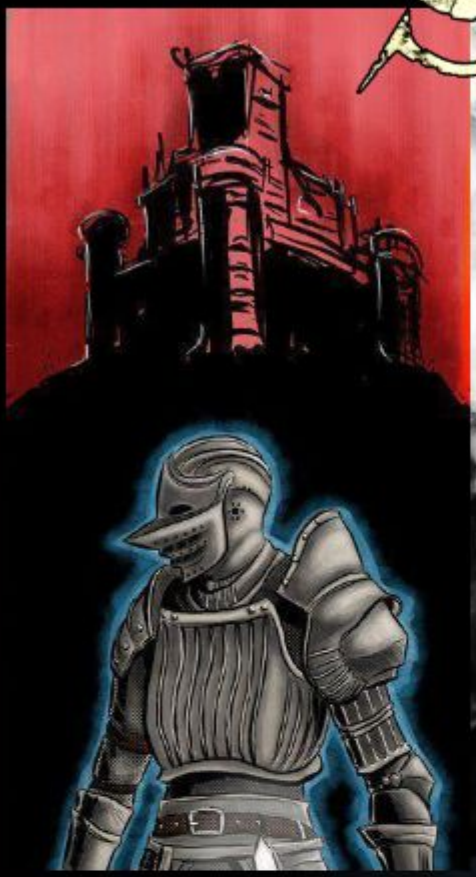

Demon's Souls is a Soulslike action role-playing game where players take on the role of an adventurer, whose gender and appearance are customized at the beginning of the game.

The player character is granted a starting character class, which further influences their stats, though they can be altered later in the game and effectively change a player's class combined with a different weapon choice.

Demon's Souls

Demon's Souls

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The world is divided into six areas; the Nexus hub world and five additional worlds subdivided into four areas which each end in a boss encounter.

Combat is reliant on timing for weapon strikes and blocks, with different weapon types opening up a variety of combat options and altering the player's movement speed.

Most actions drain a stamina meter, with its management forming a core part of combat.

By defeating an enemy, the player acquires Souls, which act as both experience points to raise various statistics; and the game's currency for purchasing new weapons, armor and items.

Demon's Souls

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As the player invests, the number of souls required increases.

Along with souls, players can retrieve items such as weaponry and ore for upgrading.

When a player is killed during a level, they are sent to the beginning of the level with all non-boss enemies re-spawned, while the player returns in soul form with lower maximum health and the loss of all unused souls.

If the player manages to reach their bloodstain at the point where they were last killed, they regain their lost souls.

Demon's Souls

Demon's Souls

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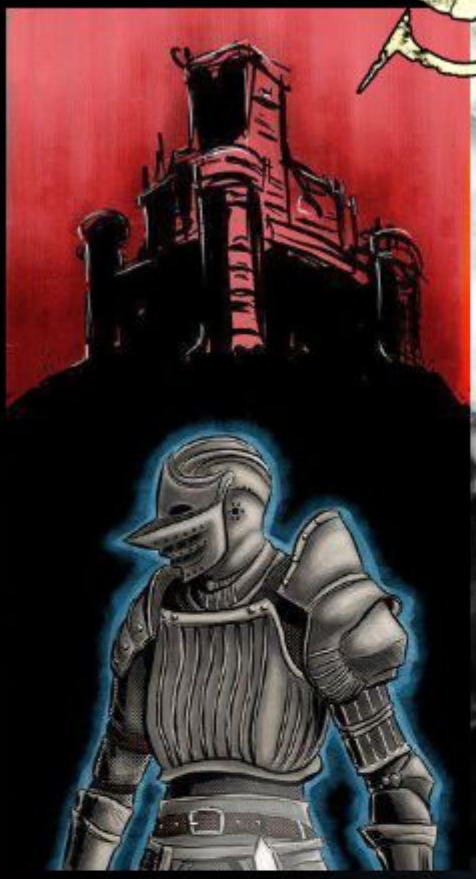

However, if they are killed before then, the souls are lost permanently.

Upon defeating a boss, the player can choose to re-spawn back to that location, marked in the form of an Archstone.

Demon's Souls makes use of asynchronous multiplayer for those connected to the PlayStation Network.

When navigating levels, players briefly see the actions of other players as ghosts in the same area that may show hidden passages or switches.

Demon's Souls

Demon's Souls

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When a player dies, a bloodstain can be left in other players' game world that when activated can show a ghost playing out their final moments, indicating how that person died and potentially helping the player avoid the same fate.

Players can leave pre-written messages on the floor that can also help others such as forewarning safe or hostile positions, trap locations and tactics against enemies or bosses, among general comments.

Demon's Souls

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Demon's Souls was generally well received by critics.

Demon's Souls was not for the faint heart casual gamer due to its uncompromising, difficulty level.

Demon Soul is truly one of the best Japanese Role Playing Games on PlayStation.

Demon's Souls was one of best PS3 exclusives to date.

Without a doubt Demon Souls was a ground breaking that set the road map for other games great games like Dark Souls Series, Blood Bourne and Elden Ring.

Demon's Souls

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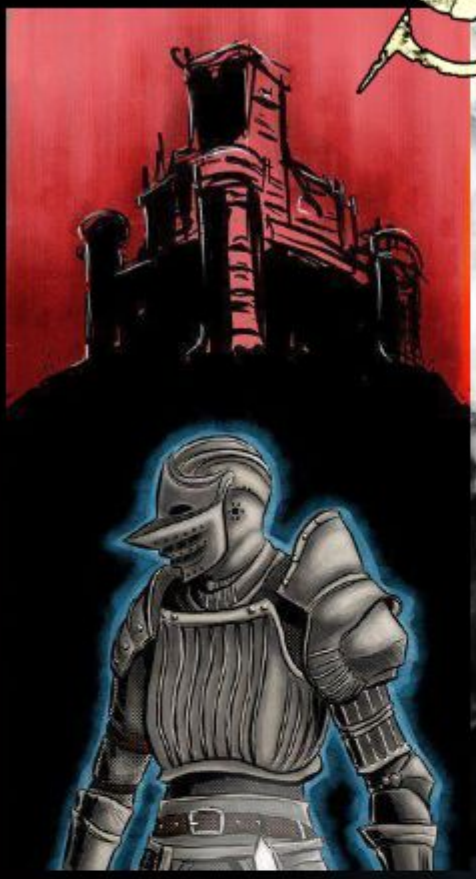

During its first week on sale, Demon's Souls sold 39,000 units.

The game sold through 95% of its shipment during its debut, selling out in several stores.

initial sales for Demon's Souls were slow in Japan.

Positive word of mouth eventually allowed the game to sell over 100,000 copies in Japan.

It sold 134,585 copies in Japan by December 2009.

Demon's Souls

Demon's Souls

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In North America, the game was the eleventh best-selling title during its month of release, posting sales of 150,000 units.

By March 2010, the game had sold 250,000 copies in North America.

In the United Kingdom, the game's special edition sold out very fast.

Demon Souls was a commercial success.

Demon's Souls has been cited as one of the greatest games of all time.

It is noted as the first game of the Soulslike sub-genre video game.

DARK SOULS

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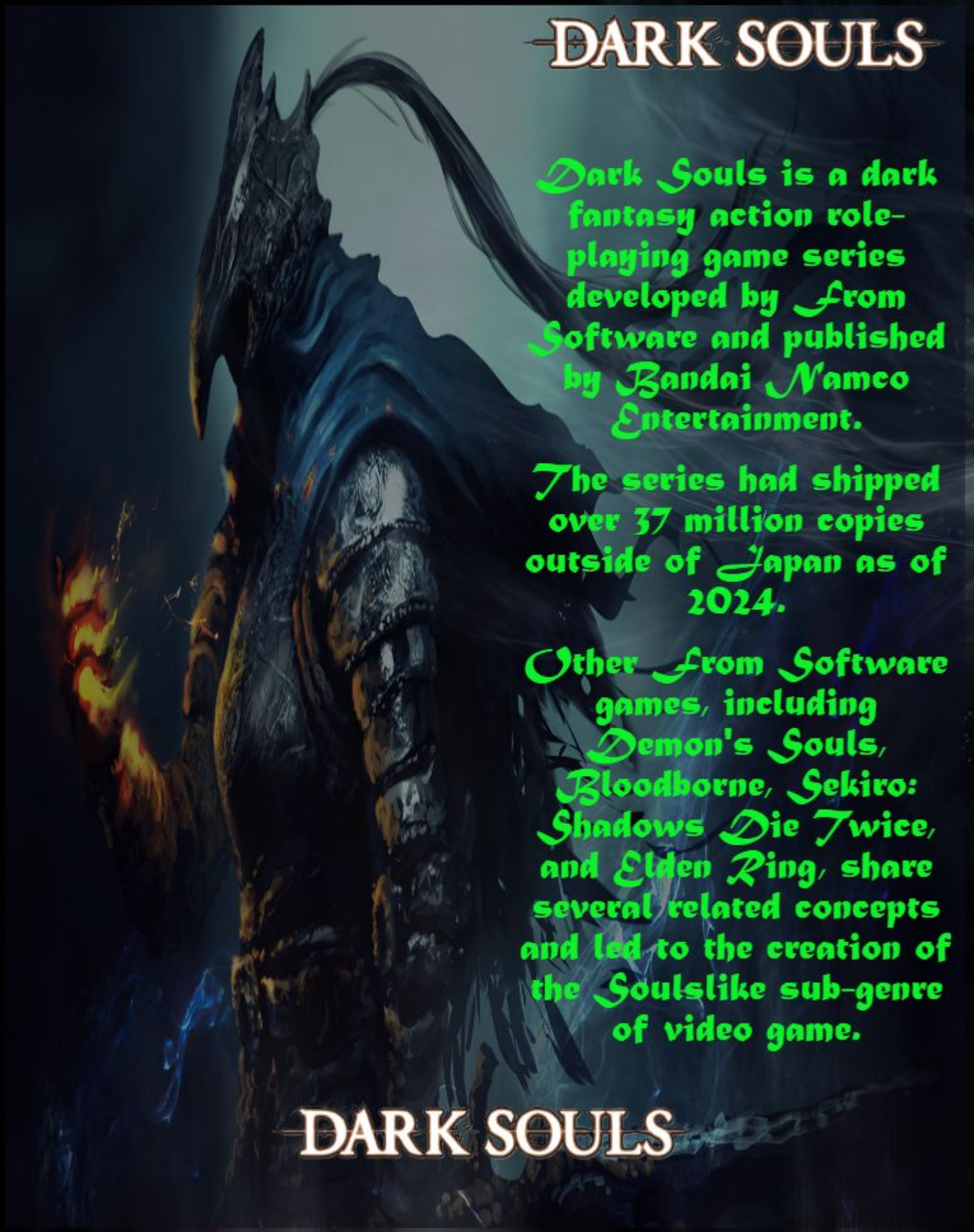


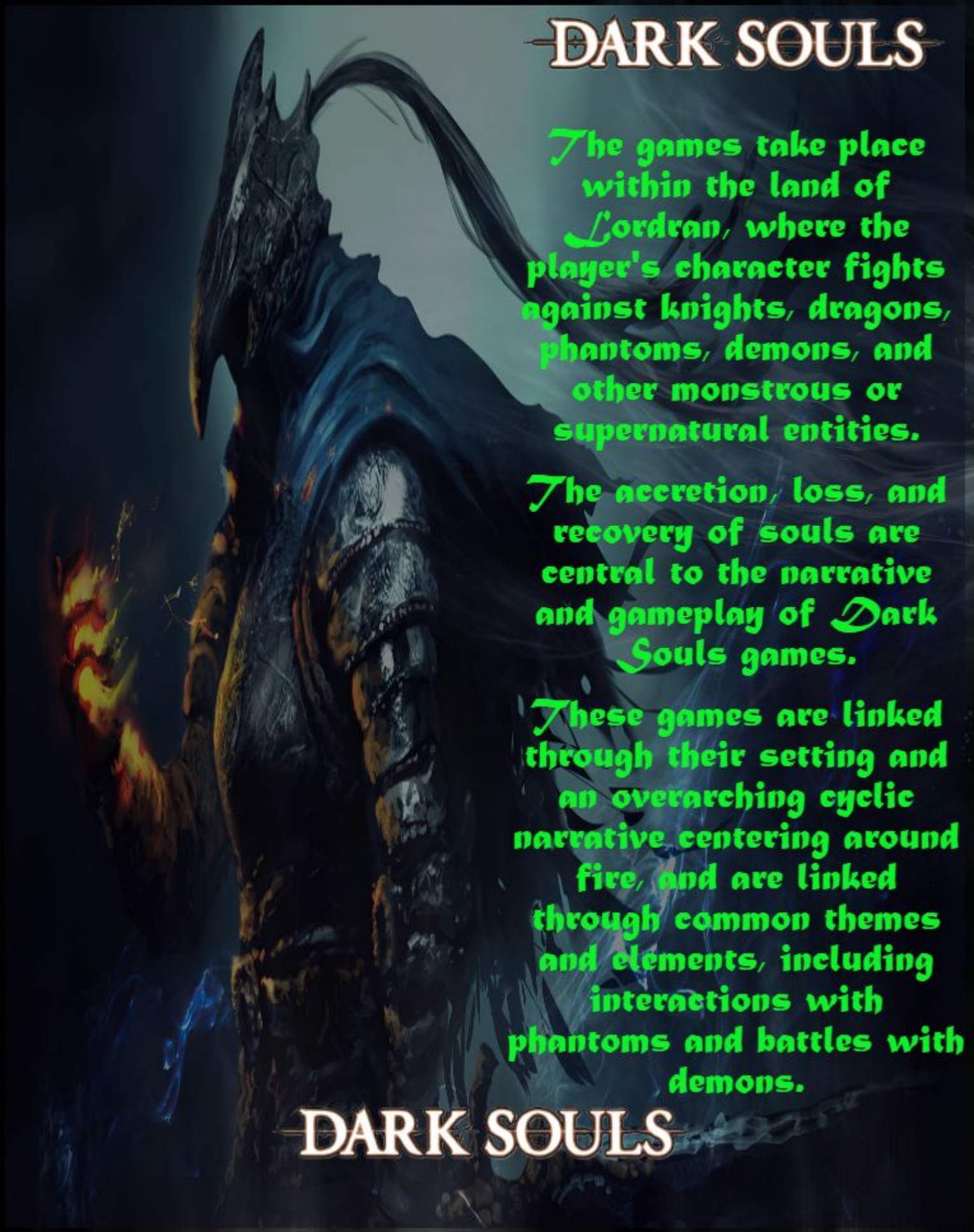
DARK SOULS

Dark Souls is a dark fantasy action role-playing game series developed by From Software and published by Bandai Namco Entertainment.

The series had shipped over 37 million copies outside of Japan as of 2024.

Other From Software games, including Demon's Souls, Bloodborne, Sekiro: Shadows Die Twice, and Elden Ring, share several related concepts and led to the creation of the Soulslike sub-genre of video game.

DARK SOULS



DARK SOULS

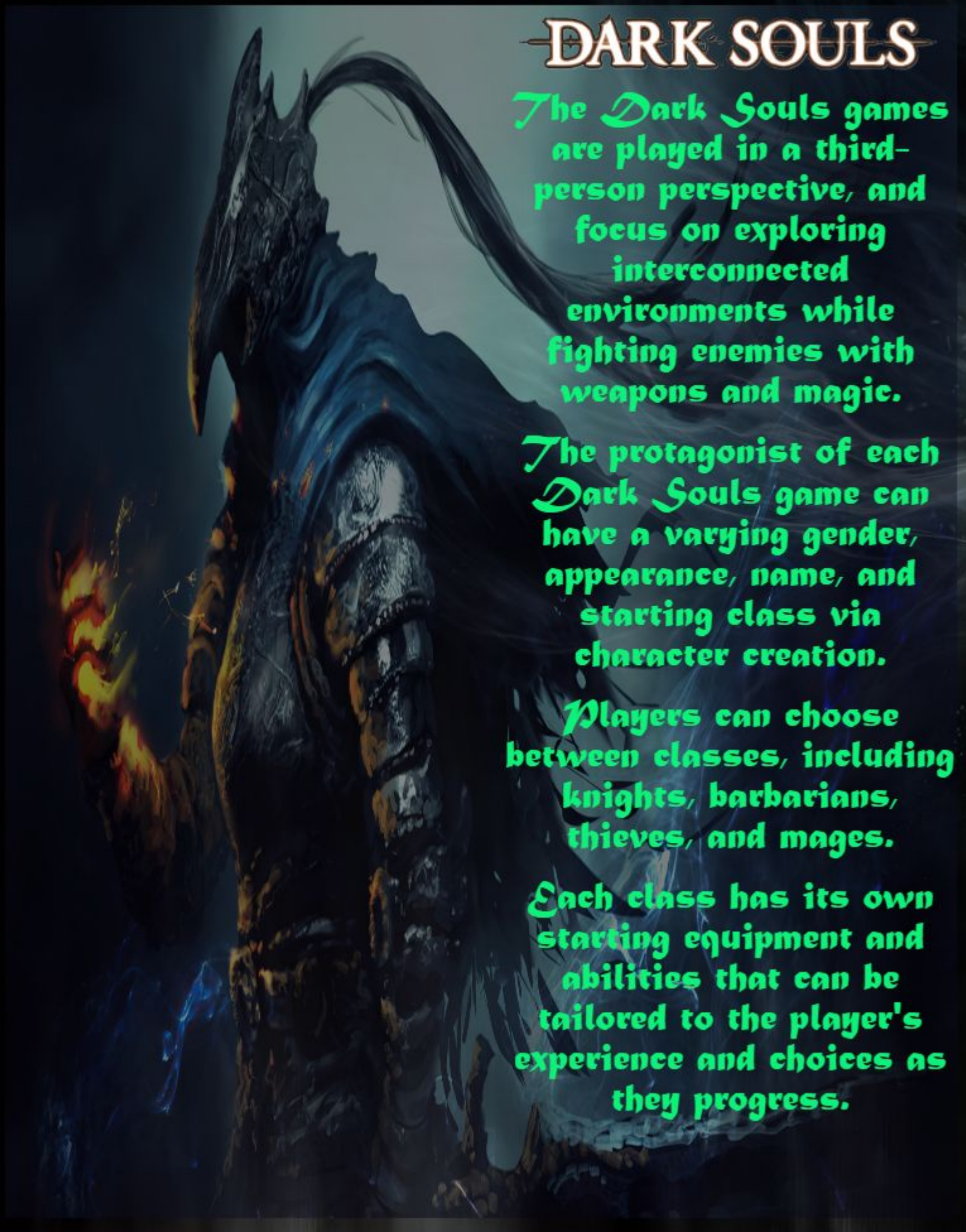
The games take place within the land of Lordran, where the player's character fights against knights, dragons, phantoms, demons, and other monstrous or supernatural entities.

The accretion, loss, and recovery of souls are central to the narrative and gameplay of Dark Souls games.

These games are linked through their setting and an overarching cyclic narrative centering around fire, and are linked through common themes and elements, including interactions with phantoms and battles with demons.

DARK SOULS

DARK SOULS GAMER



DARK SOULS

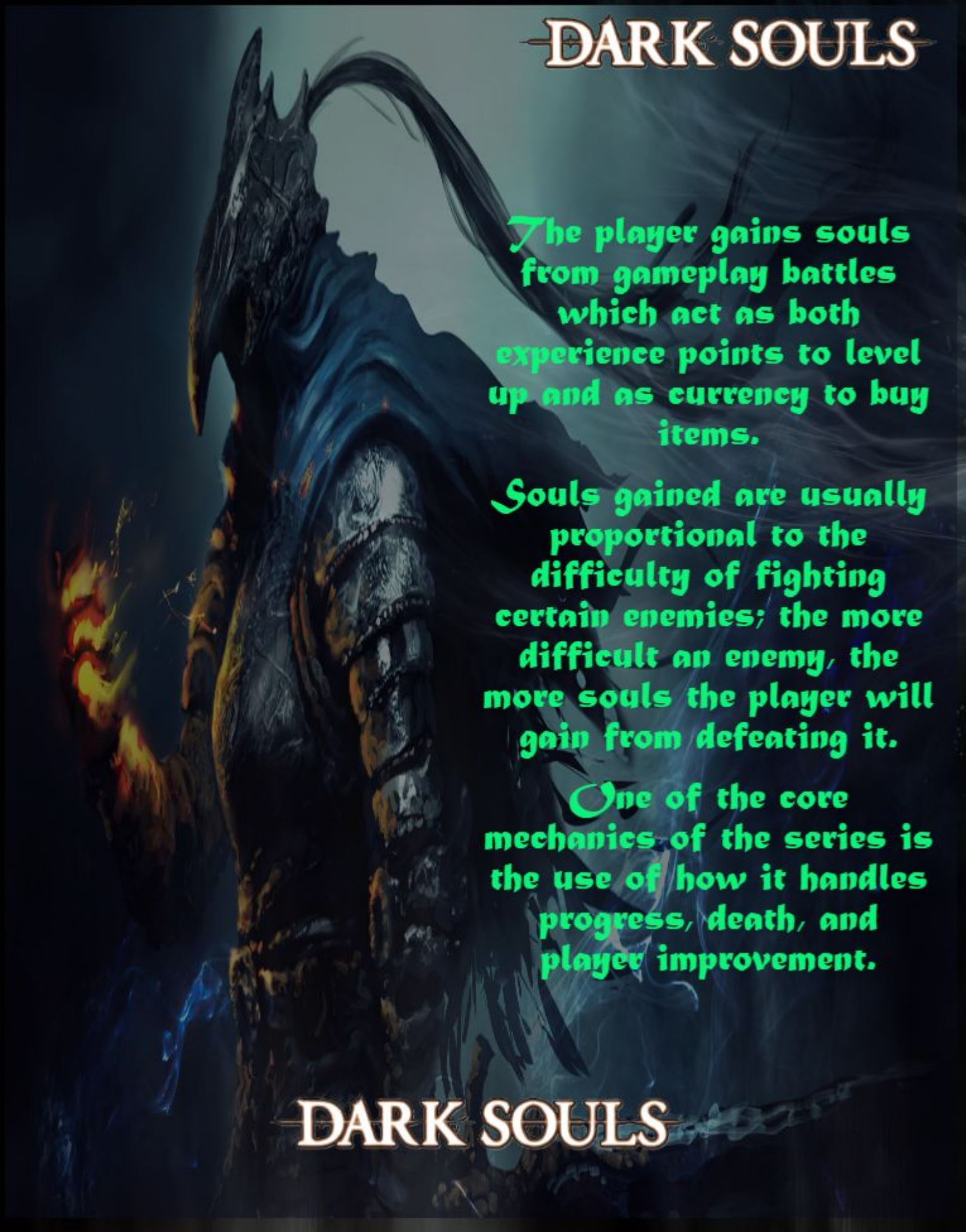
The Dark Souls games are played in a third-person perspective, and focus on exploring interconnected environments while fighting enemies with weapons and magic.

The protagonist of each Dark Souls game can have a varying gender, appearance, name, and starting class via character creation.

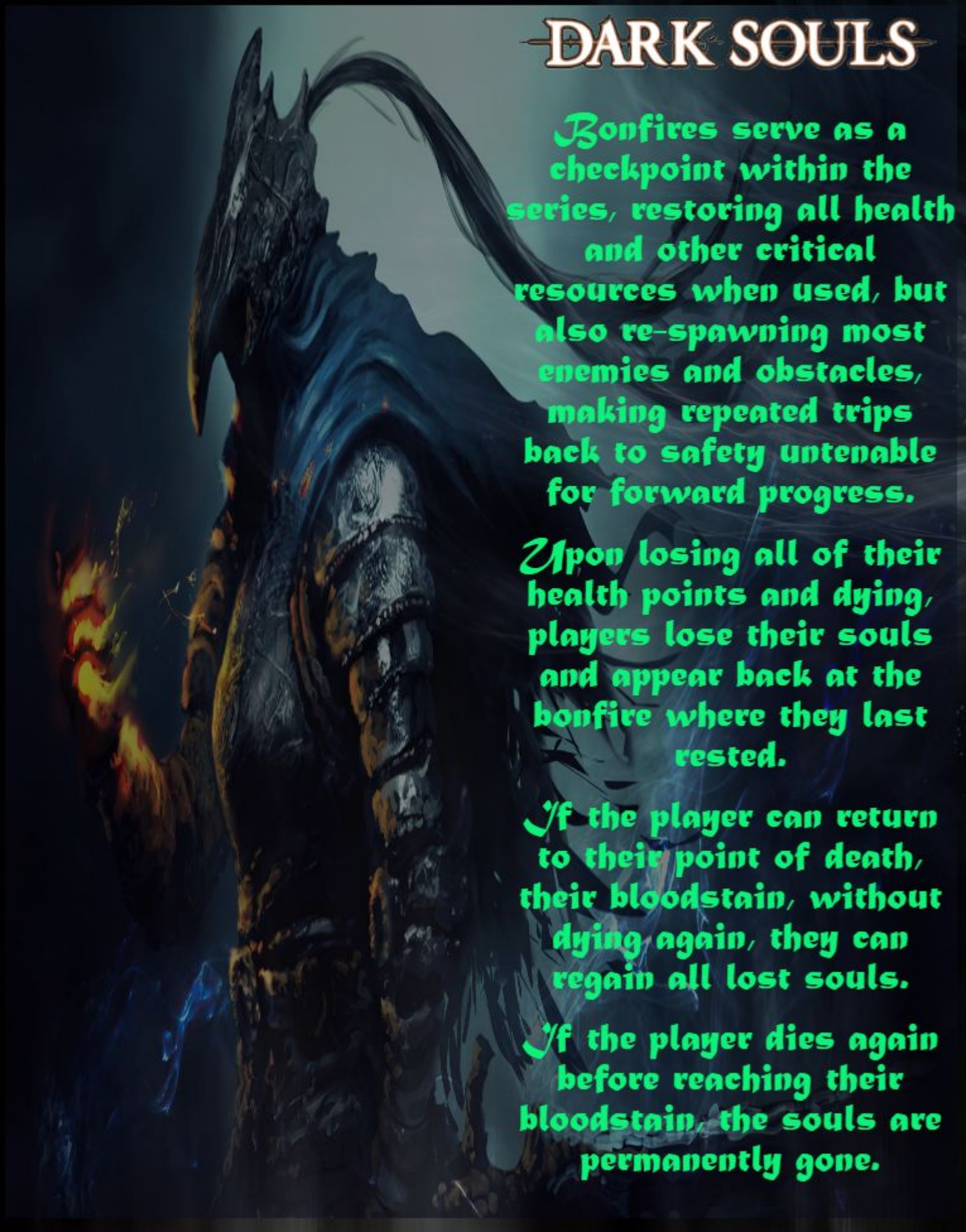
Players can choose between classes, including knights, barbarians, thieves, and mages.

Each class has its own starting equipment and abilities that can be tailored to the player's experience and choices as they progress.

DARK SOULS GAMER


DARK SOULS
The player gains souls from gameplay battles which act as both experience points to level up and as currency to buy items.
Souls gained are usually proportional to the difficulty of fighting certain enemies; the more difficult an enemy, the more souls the player will gain from defeating it.
One of the core mechanics of the series is the use of how it handles progress, death, and player improvement.
DARK SOULS

DARK SOULS GAMER



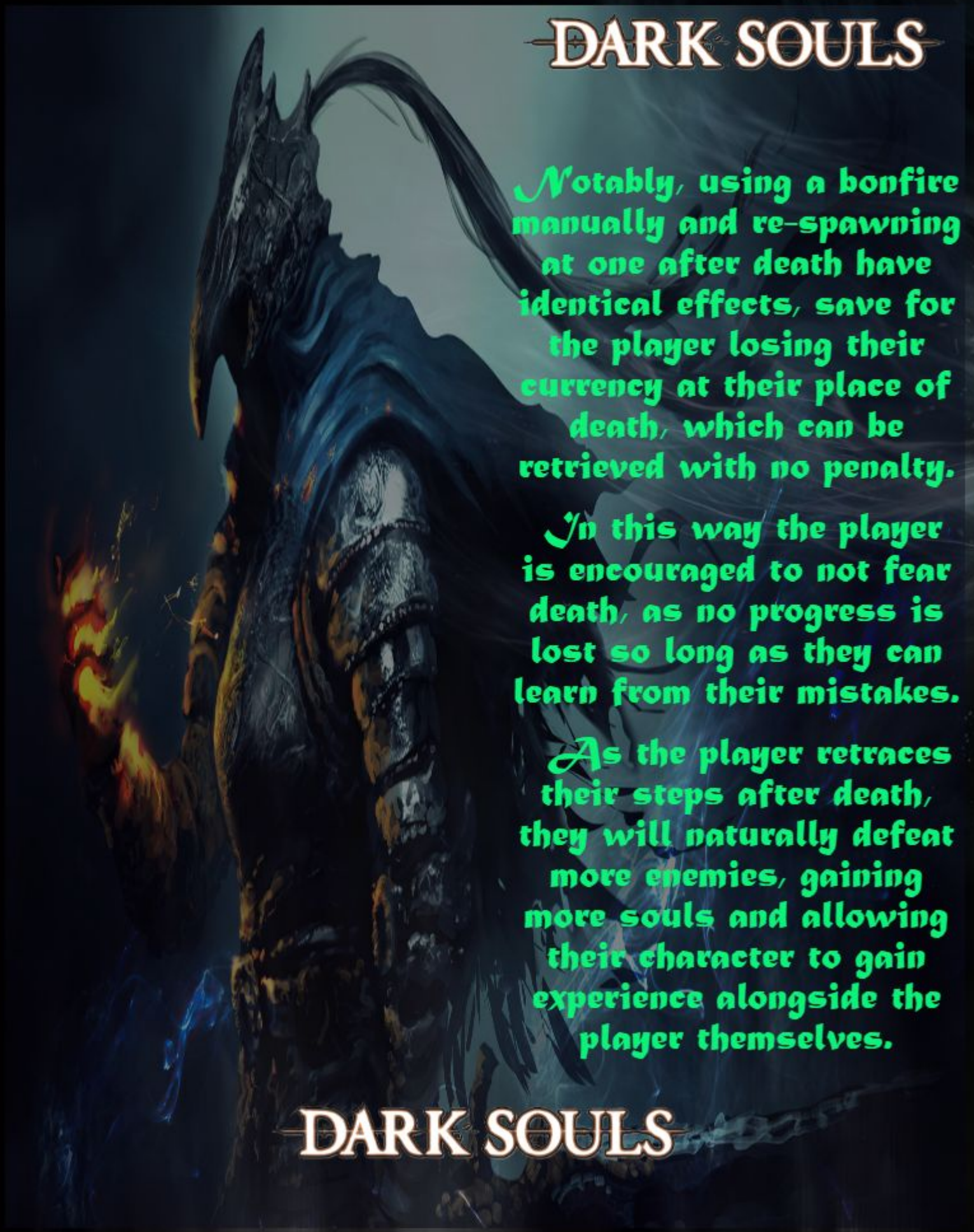
DARK SOULS

Bonfires serve as a checkpoint within the series, restoring all health and other critical resources when used, but also re-spawning most enemies and obstacles, making repeated trips back to safety untenable for forward progress.

Upon losing all of their health points and dying, players lose their souls and appear back at the bonfire where they last rested.

If the player can return to their point of death, their bloodstain, without dying again, they can regain all lost souls.

If the player dies again before reaching their bloodstain, the souls are permanently gone.



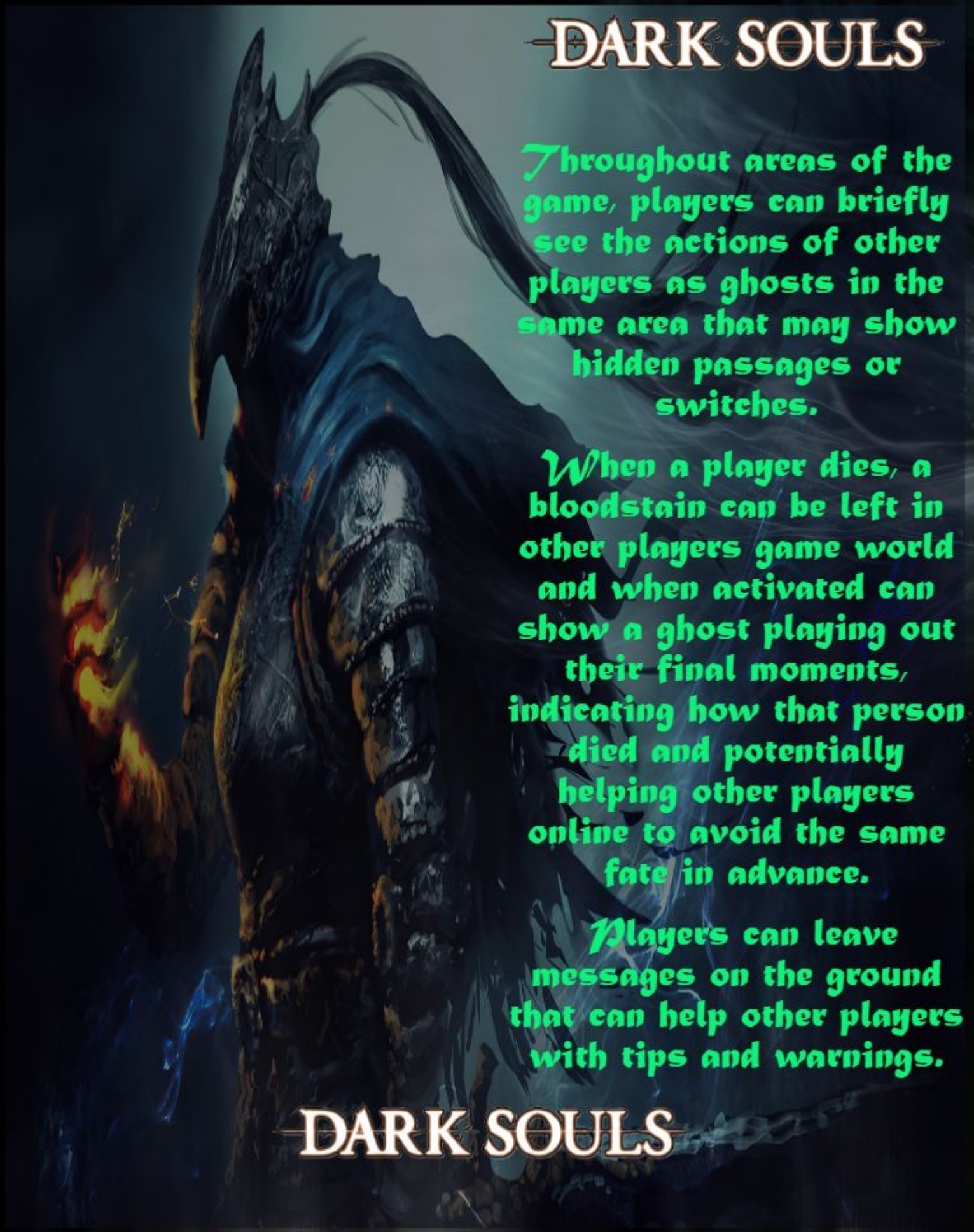
DARK SOULS

Notably, using a bonfire manually and re-spawning at one after death have identical effects, save for the player losing their currency at their place of death, which can be retrieved with no penalty.

In this way the player is encouraged to not fear death, as no progress is lost so long as they can learn from their mistakes.

As the player retraces their steps after death, they will naturally defeat more enemies, gaining more souls and allowing their character to gain experience alongside the player themselves.

DARK SOULS



DARK SOULS

Throughout areas of the game, players can briefly see the actions of other players as ghosts in the same area that may show hidden passages or switches.

When a player dies, a bloodstain can be left in other players game world and when activated can show a ghost playing out their final moments, indicating how that person died and potentially helping other players online to avoid the same fate in advance.

Players can leave messages on the ground that can help other players with tips and warnings.

DARK SOULS

DARK SOULS

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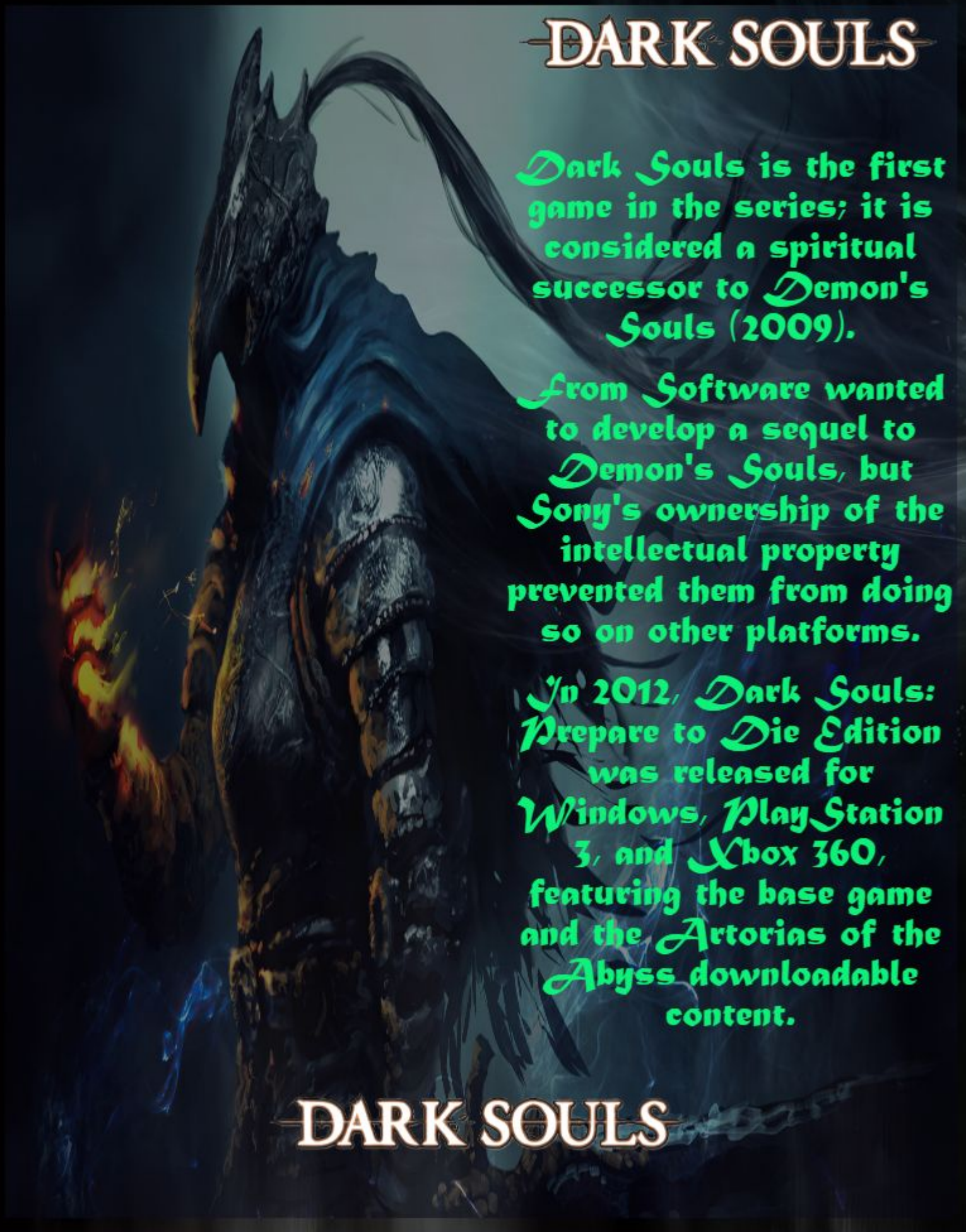


DARK SOULS

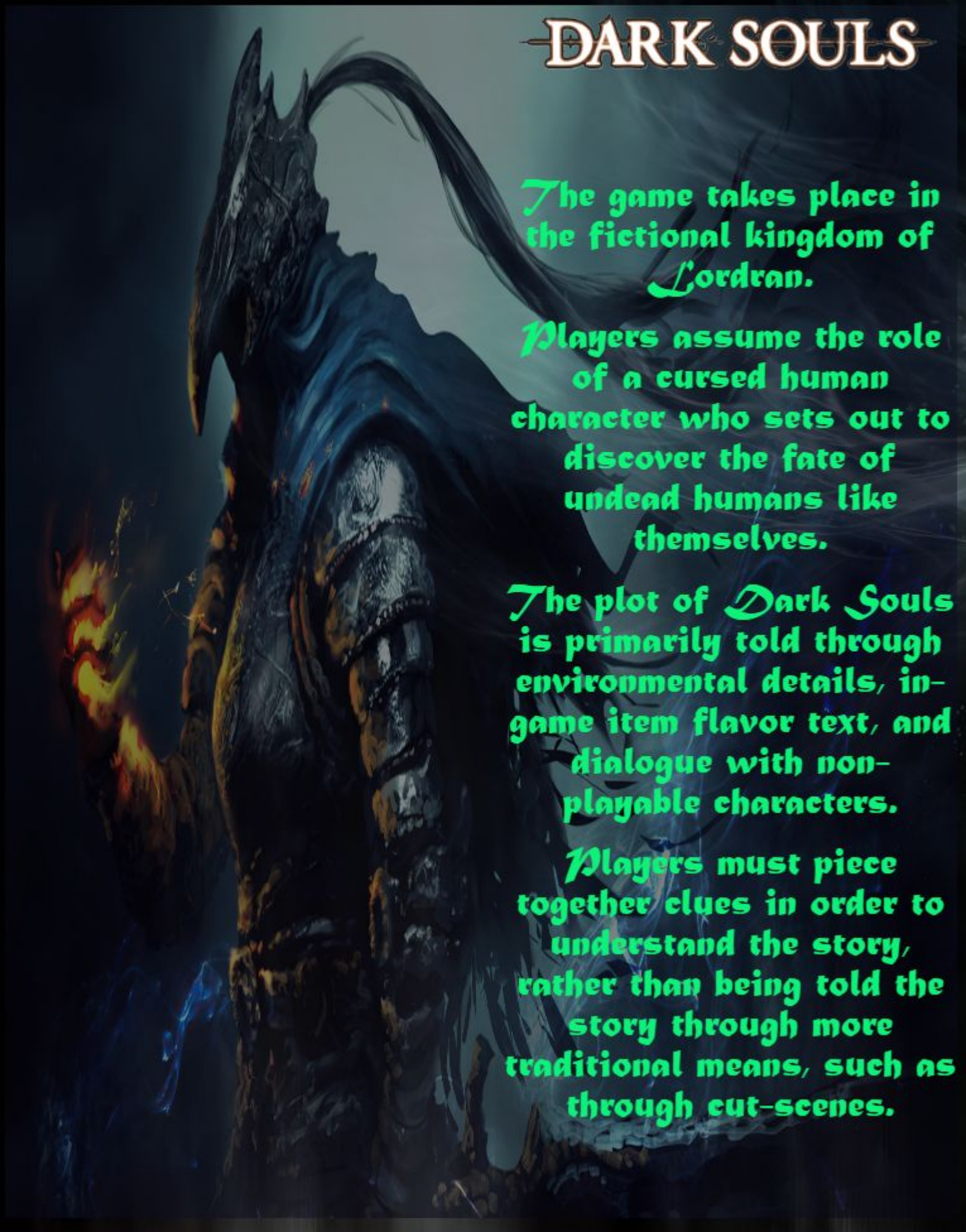
Dark Souls is the first game in the series; it is considered a spiritual successor to Demon's Souls (2009).

From Software wanted to develop a sequel to Demon's Souls, but Sony's ownership of the intellectual property prevented them from doing so on other platforms.

In 2012, Dark Souls: Prepare to Die Edition was released for Windows, PlayStation 3, and Xbox 360, featuring the base game and the Artorias of the Abyss downloadable content.

DARK SOULS

DARK SOULS GAMER



DARK SOULS

The game takes place in the fictional kingdom of Lordran.

Players assume the role of a cursed human character who sets out to discover the fate of undead humans like themselves.

The plot of Dark Souls is primarily told through environmental details, in-game item flavor text, and dialogue with non-playable characters.

Players must piece together clues in order to understand the story, rather than being told the story through more traditional means, such as through cut-scenes.

DARK SOULS

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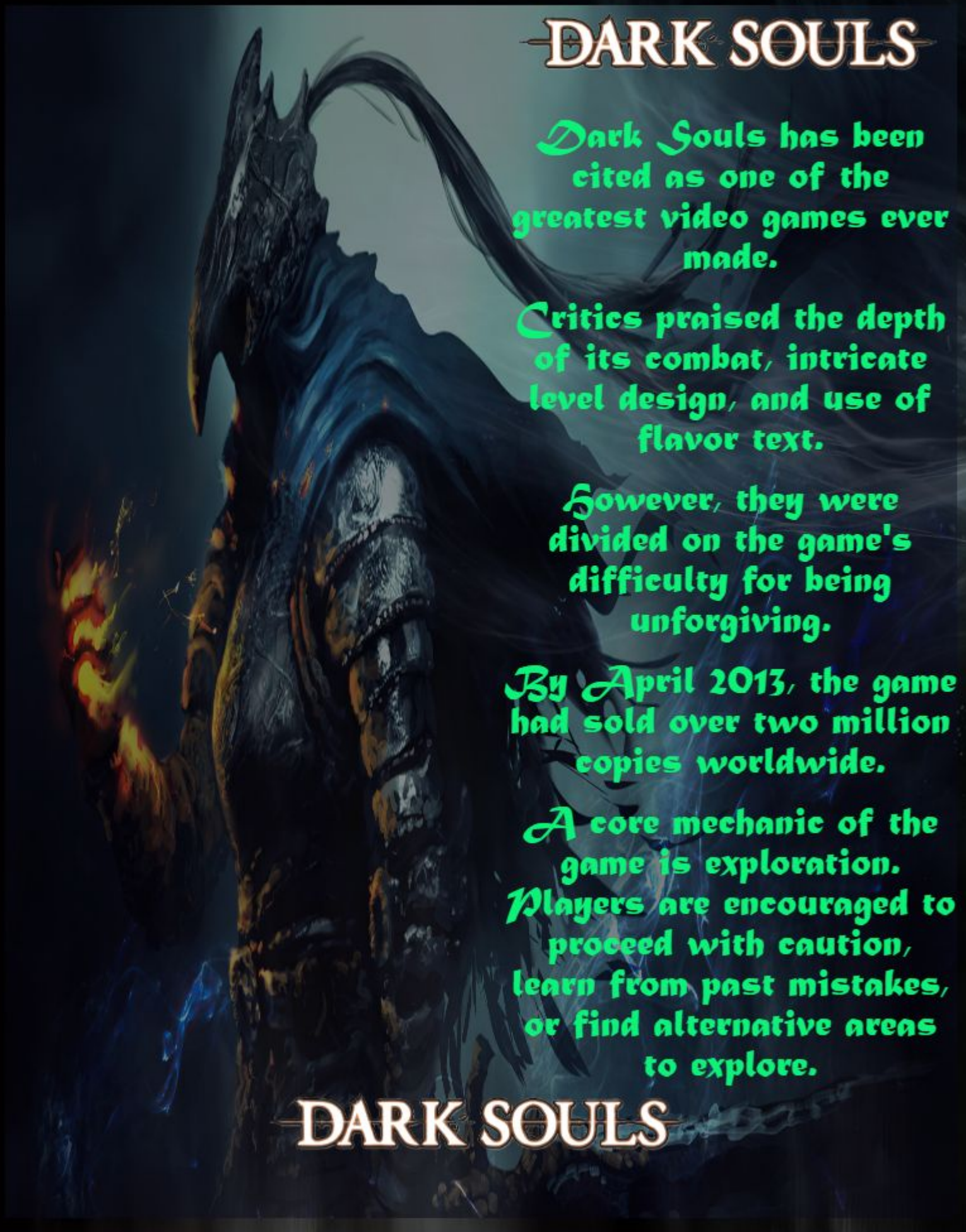

DARK SOULS

Dark Souls has been cited as one of the greatest video games ever made.

Critics praised the depth of its combat, intricate level design, and use of flavor text.

However, they were divided on the game's difficulty for being unforgiving.

By April 2013, the game had sold over two million copies worldwide.

A core mechanic of the game is exploration. Players are encouraged to proceed with caution, learn from past mistakes, or find alternative areas to explore.

DARK SOULS

DARK SOULS

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DARK SOULS

Dark Souls takes place in a large and continuous, interconnected environment, connected through a central hub area.

The player character can travel between areas and explore various paths at will, although prerequisites must be met to unlock certain areas.

Dark Souls received positive reviews from critics upon its release.

Dark Souls is a hardcore dark-fantasy role-playing game.

DARK SOULS

DARK SOULS II

GAMER

Dark souls 2

Dark Souls 2 is a 2014 action role-playing game developed by From Software.

The second installment of the Dark Souls series, it was published by From Software in Japan and Bandai Namco Games internationally.

The game features completely different characters and locations from the original, although there are some ties in the story and lore.

As with Dark Souls, the player character is a human cursed with un-death, who must navigate their way through a fallen kingdom.

DARK SOULS II

DARK SOULS II GAMER

Dark souls 2

Dark Souls 2 takes place in Drangleic, a land of un-death where the protagonist must acquire the powers of its king and his "Throne of Want".

The presentation and gameplay remain similar to Dark Souls, with notable differences including further penalty for repeated deaths via a "hollowing" mechanic.

Dark Souls II was released worldwide on PlayStation 3 and Xbox 360 in March 2014, with the Windows version released the following month. It was a commercial success and received critical acclaim.

DARK SOULS II GAMER

Dark souls 2

Dark Souls series, known for its difficulty, as both bosses and standard enemies have the potential to defeat the player in only a few hits.

Bad play is punished severely by most enemies, and opportunities for recovering health are limited.

What's more, with each death the player's maximum health is reduced.

This process, called hollowing, can continue until the HP bar reaches a set lower limit of 50%.

The player's full HP bar is only recovered when they expend a rare item.

DARK SOULS II GAMER

Dark souls 2

The game uses a form of joint currency called "souls", which are used as both experience points for leveling up and also as currency for purchasing items from shops.

Multiplayer in Dark Souls 2 uses the same format as its predecessors; players have the choice between co-operative play in the form of being "summoned" into another player's game world either by soapstone or in-game covenant, or player-versus-player through "invading" other worlds or arena duels.

DARK SOULS II

DARK SOULS II GAMER

Dark souls 2

Both forms of multiplayer occur pseudo-randomly, although matchmaking formulas are used to pair characters at similar levels together.

The game allows its difficulty to be adjusted by mechanics built into the game.

The game designers placed certain items early in the game allowing newer players higher basic damage and defense than they would normally have at that point.

For more experienced players, the designers placed higher skill cap items early that do more damage if executed correctly.

DARK SOULS II

DARK SOULS II

GAMER

Dark souls 2

Dark Souls 2 features gameplay mechanics similar to its predecessor.

The game features a whole new world.

The game world is roughly the same size as in Dark Souls, though content density is much richer, and gives players more freedom in how to progress, with the beginning of the game more accessible to newcomers.

Dark Souls 2 received universal acclaim upon release.

DARK SOULS II

DARK SOULS III

GAMER

Dark souls 3

Dark Souls 3 is a 2016 action role-playing game developed by From Software and published by Bandai Namco Entertainment for Microsoft Windows, PlayStation 4, and Xbox One.

The third and final entry in the Dark Souls series, the game follows an un-kindled character on a quest to prevent the end of the world.

It is played in a third-person perspective, and players have access to various weapons, Armour, magic, and consumables that they can use to fight their enemies.

DARK SOULS III

DARK SOULS III

GAMER

Dark souls 3

Dark Souls 3 was critically and commercially successful, with critics calling it a worthy and fitting conclusion to the series.

It shipped over three million copies within its first two months and over 10 million by 2020.

Dark Souls 3 is an action role-playing game played in a third-person perspective.

Players are equipped with various weapons to fight against enemies, such as bows, throw-able projectiles, and swords.

DARK SOULS III

DARK SOULS III

GAMER

Dark souls 3

Shields can act as secondary weapons, but they are mainly used to deflect enemies' attacks and protect the player from suffering damage.

Each weapon has two basic types of attack, one being a standard attack and the other being slightly more powerful that can be charged up, similar to From Software's previous game, Bloodborne.

In addition, attacks can be evaded through dodge-rolling.

DARK SOULS III

DARK SOULS III

GAMER

Dark souls 3

Bonfires, which serve as checkpoints, return from previous installments.

Magic is featured in the game, with a returning magic system from Demon's Souls, now known as "focus points.

When performing spells and weapon skills, the player's focus points are consumed.

There are two types of Estus Flasks in the game, which can be allotted to fit a player's particular play style.

One refills hit points like previous games in the series, while the other refills focus points, a feature new to the game.

DARK SOULS III

GAMER

Dark souls 3

Combat and movements were made faster and more fluid than in Dark Souls 2.

Several player movements are performed more rapidly, allowing more damage to be done in a shorter period.

New combat features are introduced in Dark Souls 3, including weapon and shield "Skills", which are special abilities that vary from weapon to weapon and enable special attacks and features at the cost of focus points.

DARK SOULS III

GAMER

Dark souls 3

The game focuses more on role-playing; the expanded character builder and improved weapons provide more tactical options.

The game features fewer overall maps than its predecessor Dark Souls 2, but they are larger and more detailed, encouraging exploration.

Dark Souls 3 was released in Japan for PlayStation 4 and Xbox One on March 24, 2016, and released worldwide, along with the Microsoft Windows version, on April 12, 2016.

DARK SOULS III

DARK SOULS III

GAMER

Dark souls 3

Dark Souls 3 received "generally favorable" reviews upon release.

In Japan, the PlayStation 4 version sold over 200,000 copies in its first two weeks of release.

It became the fastest-selling video game published by Bandai Namco Entertainment America, becoming its most successful day-one launch.

It held the record for the fastest-selling Bandai Namco game up until it was surpassed by Elden Ring in 2022.

DARK SOULS III

DARK SOULS III

GAMER

Dark souls 3

On May 10, 2016, Bandai Namco announced that Dark Souls 3 had reached three million copies shipped worldwide, with 500,000 in Japan and Asia, 1.5 million in North America, and one million in Europe.

It was also reported that Dark Souls 3 was the best-selling software in North America in the month of release.

By May 2020, the game had sold over 10 million copies.

DARK SOULS III

ELDEN RING

GAMER

Elden Ring

Elden Ring is a 2022 action role-playing game developed by From Software.

Elden Ring was released for PlayStation 4, PlayStation 5, Windows, Xbox One, and Xbox Series X/S on February 25 in Japan by From Software and internationally by Bandai Namco Entertainment.

Players control a customizable player character on a quest to repair the Elden Ring and become the new Elden Lord.

ELDEN RING

ELDEN RING

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Elden Ring

Elden Ring is presented through a third-person perspective with players freely roaming its open world.

The six main areas can be traversed using the player character's steed Torrent.

Players can use several types of weapons and magic spells, including non-direct engagement enabled by stealth mechanics.

ELDEN RING

ELDEN RING

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Elden Ring

Throughout the game's world, checkpoints enable fast travel and allow players to improve their attributes using an in-game currency called runes.

Elden Ring features an online multiplayer mode in which players join through cooperative play to fight bosses or engage in player versus player combat.

From Software wanted to create an open-world game based on Dark Souls.

ELDEN RING

ELDEN RING

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Elden Ring

Elden Ring sold over 28 million copies, also making it one of the best-selling games of all time.

The downloadable content Shadow of the Erdtree follows the player character in the Land of Shadow.

It was released in June 2024 to similar acclaim and sold over five million copies.

A multiplayer-focused spin off game, Elden Ring Nightreign, is scheduled for a 2025 release.

ELDEN RING

ELDEN RING

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Elden Ring

At the game's start, the player chooses a character class, which determines their starting spells, equipment, and attributes.

Combat with enemies can be within melee range, or from a distance using ranged weapons.

Enemy attacks can be dodged or blocked using shields.

Spells allow players to enhance their weapons, fight enemies from afar, and restore lost hit points.

ELDEN RING

ELDEN RING

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Elden Ring

Weapons can be improved using ashes of war, which are obtainable enchantments that grant weapons new capabilities.

Ashes of war can be applied to or removed from weapons, and each Ash adds a weapon art, a special ability that can be used during combat.

Aside from direct combat, stealth mechanics can be used to avoid enemies or allow the targeting of foes with critical hits while hidden.

ELDEN RING

ELDEN RING

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Elden Ring

Checkpoints called sites of grace are located throughout the game; in these places, characters can increase the power of their attributes, change memorized spells, swap ashes of war, or walk to using fast travel.

Upon death, players respawn at the last site of grace they interacted with.

Alternatively, they may choose to respawn at certain locations highlighted by "stakes of Marika" provided they died nearby.

ELDEN RING

ELDEN RING

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Elden Ring

To increase their attributes at sites of grace, the player must spend runes, an in-game currency that is acquired by defeating enemies.

Elden Ring contains crafting mechanics; the creation of items requires materials.

Recipes, which are required for the crafting of items, can be found inside collectibles called cookbooks, which are scattered throughout the world.

Elden Ring received "universal acclaim upon release.

ELDEN RING

ELDEN RING

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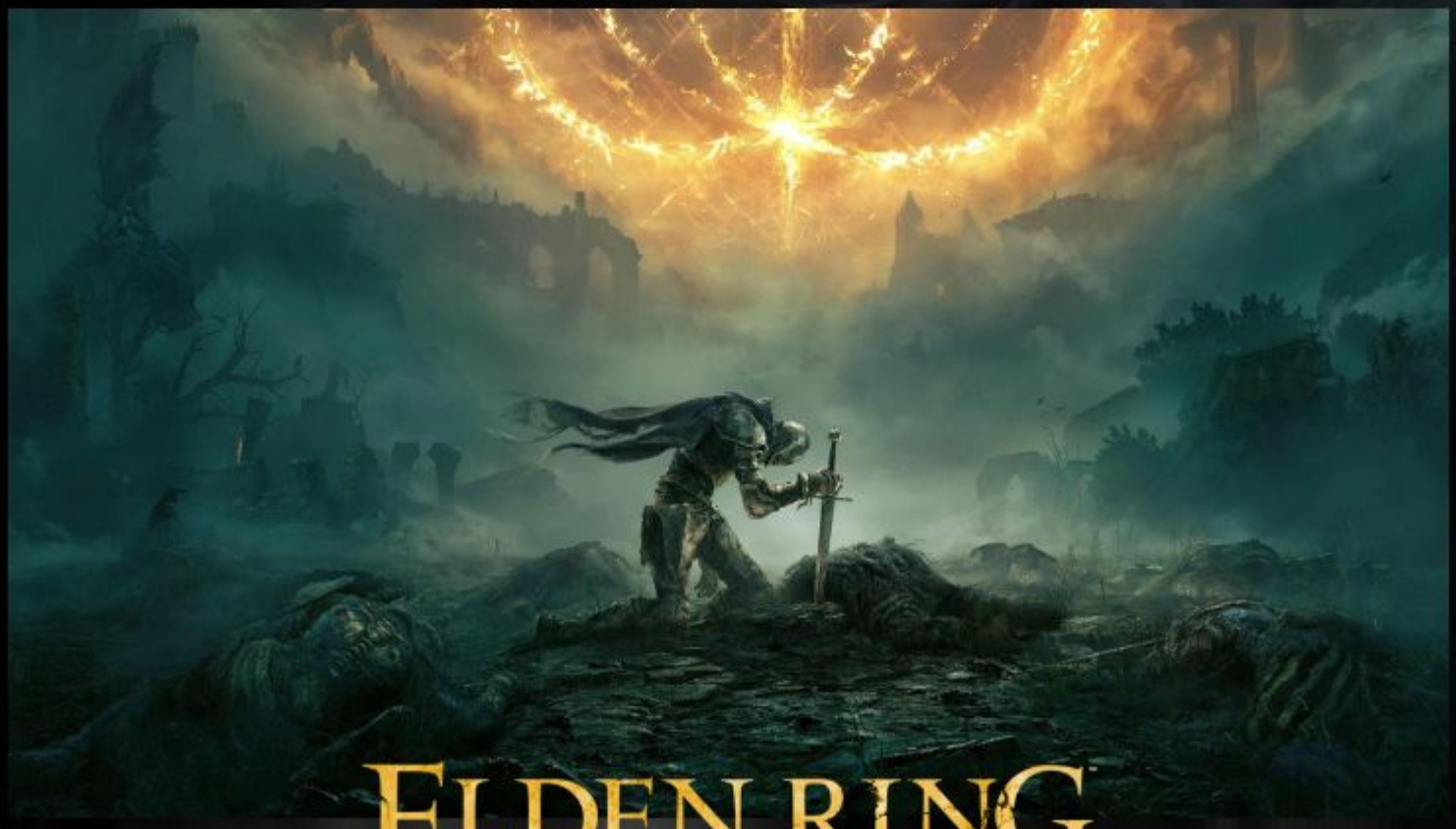
Elden Ring Artwork



ELDEN RING

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Elden Ring Artwork

ELDEN RING

ELDEN RING

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Elden Ring Artwork

ELDEN RING